

Models as the Basis for Visual Representation

- “realistic” 3D visualisation
- “insight” at high abstraction level
- link visualisation to model
 1. structure
 2. entity attributes

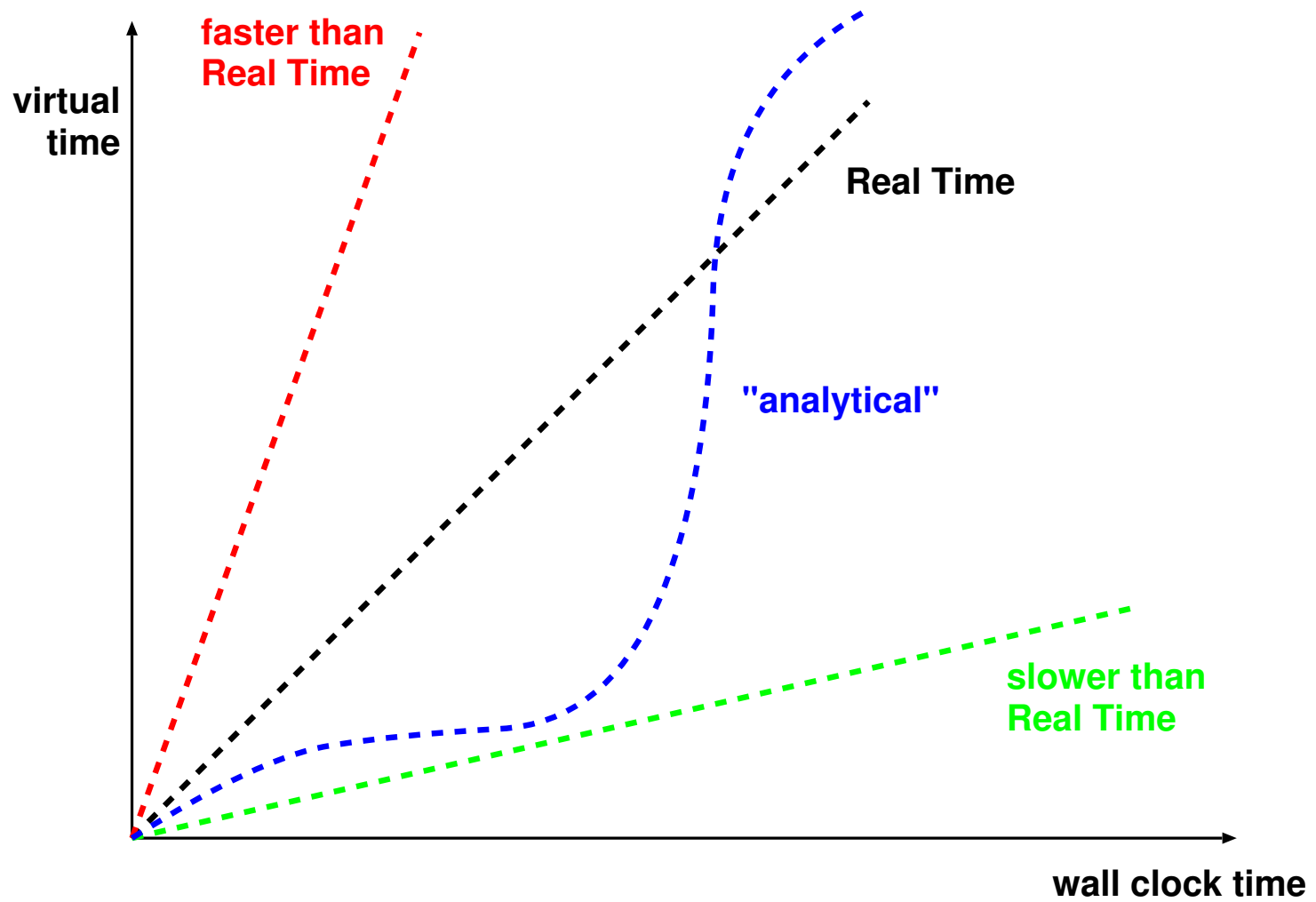
Categories of Simulation Animation Implementation

- Animation using a post-processor
- Direct simulation animation
 - integrated program (one thread)
 - cooperating programs (multiple threads, observer pattern)
- Visual Interactive Simulation: user in the loop
 - interrupt, modify (parameters, IC, ...), re-start
 - discrete event: statistical relevance ?
 - discrete event: transient behaviour
 - need to keep track of modifications
(generate script logging modifications)

Technical Problems of Simulation Animation

- Transformation of time for animation: non-equidistant, speedup/slowdown
- Suspension of animation on multi-tasking systems: buffer

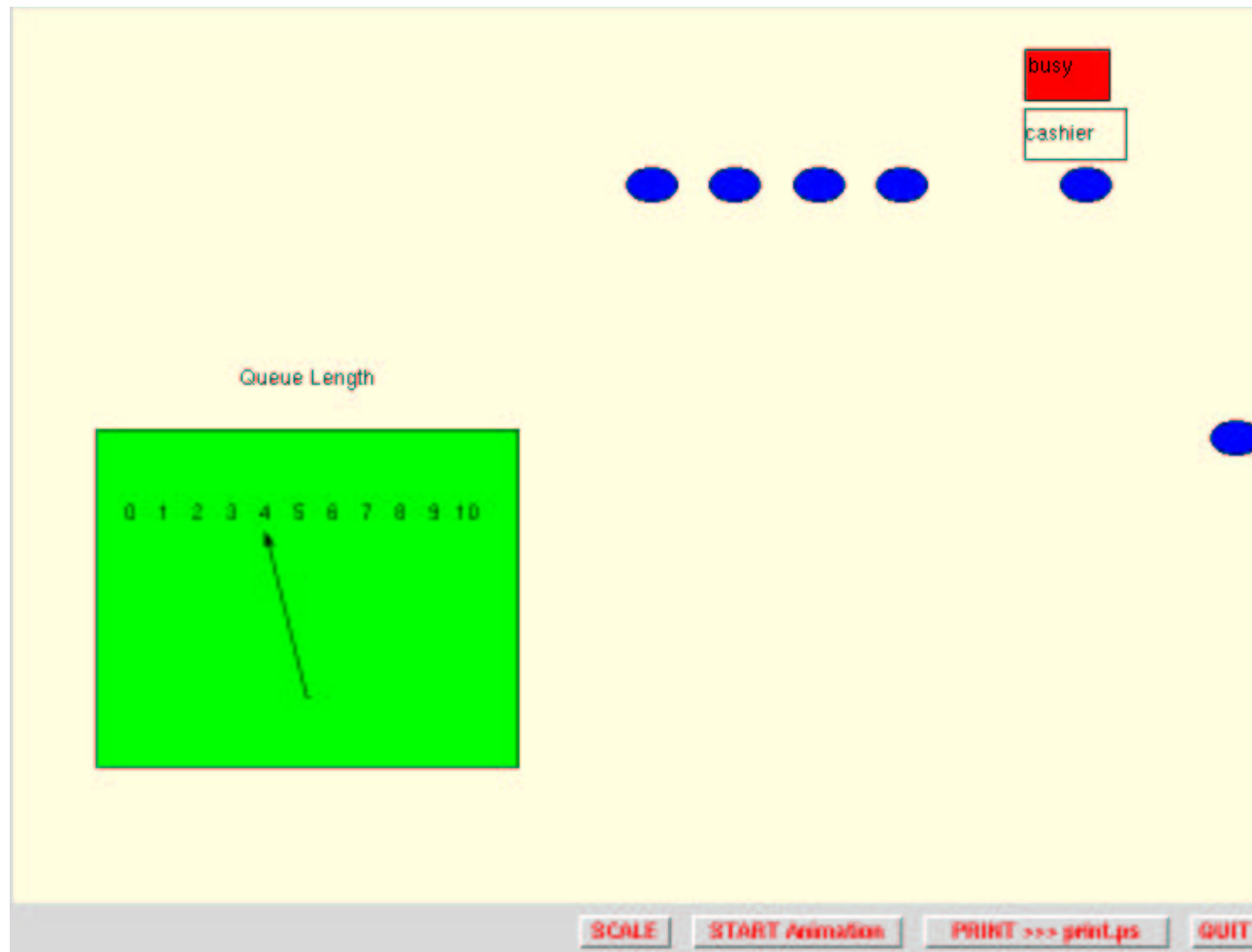
Real Time Simulation



Specification

1. Simulation (event, possibly parametrized) trace
2. Graphical objects
3. Mapping table: event \rightarrow graphical object methods
4. Speedup

Cashier/Queue Animation



Real Time Deadlines: Rate Monotonic Scheduling (RMS)

